# BLACK & WHITE SLAADI

*Chaos-Spawned Paragons of Limbo*

**Habitat:** Planar (Limbo); **Treasure:** Any

Slaadi are well-known as denizens of the Ever-Changing Chaos of Limbo, however, the most powerful of their kind are seldom seen. Like other slaadi, black and white slaadi are chaotic creatures who resemble humanoid toads of terrible aspect, and represent the apex of slaadi evolution.

## WHITE SLAADI

When a **Death Slaad** manages to survive for more than a century, they sometimes feel an overwhelming urge to retreat into isolation in a secluded location. If the slaad avoids contact with all sentient creatures for a period of at least one year, they undergo a bizarre transformation, returning as a white slaad. White slaadi emit a faint glow and are pale as untouched snow.

Known to some as “chrono slaadi”, these aberrant creatures use their ability to peer into the stream of time to cause chaos in their surroundings.

# White Slaad

*Large Aberration, Chaotic Neutral*

**AC** 20 **Initiative** +10 (20)
**HP** 275 (22d10 + 154)
**Speed** 40 ft.

| | MOD | SAVE | | MOD | SAVE | | MOD | SAVE |
|---|---|---|---|---|---|---|---|---|
| **STR** 26 | +8 | +8 | **DEX** 18 | +4 | +10 | **CON** 24 | +7 | +13 |
| **INT** 20 | +5 | +5 | **WIS** 25 | +7 | +7 | **CHA** 25 | +7 | +7 |

**Skills** **Acrobatics** +10, **Arcana** +11, **History** +17, **Perception** +13, **Religion** +11
**Resistances** Acid, Cold, Fire, Lightning, Thunder
**Senses** **Truesight** 60 ft; Passive Perception 23
**Languages** Slaad; telepathy 60 ft.
**CR** 18 (XP 20,000; PB +6)

## Traits

***Magic Resistance.*** The slaad has Advantage on saving throws against spells and other magical effects.

***Regeneration.*** The slaad regains 10 Hit Points at the start of each of its turns if it has at least 1 Hit Point.

## Actions

***Multiattack.*** The slaad makes three Chaos Rend attacks. It can replace one attack with an Entropic Spittle attack.

***Chaos Rend.*** *Melee Attack Roll:* +14, reach 5 ft. *Hit:* 19 (2d10 + 8) Force damage. Until the start of the slaad's next turn, the target has a condition determined by rolling 1d6: on a **1**, **Charmed**; on a **2**, **Frightened**; on a **3**, **Poisoned**; on a **4**, **Incapacitated**; on a **5**, **Stunned**; or on a **6**, **Petrified**.

***Entropic Spittle.*** *Ranged Attack Roll:* +14, range 60 ft. *Hit:* 15 (2d6 + 8) Acid damage and the target is coated in acidic spittle. Until the spittle is cleaned off of the target, the target's Speed is reduced by 10 feet and then takes 3 (1d6) Acid damage at the start of each of their turns. The target, or an ally within 5 feet of the target, can take an action to clean the spittle from the target. The spittle turns into a chalky substance and flakes off of the target after 10 minutes, ending the effect.

***Summon Self (1/Day).*** The slaad summons 2d4 copies of itself from different timelines to aid it in battle. Each copy of the slaad appears in a space within 60 ft. chosen by the slaad. Each copy rolls its own Initiative, and all the copies share Hit Points with the slaad who summoned them. The copies remain for 1 hour, or until the slaad who summoned them is destroyed.

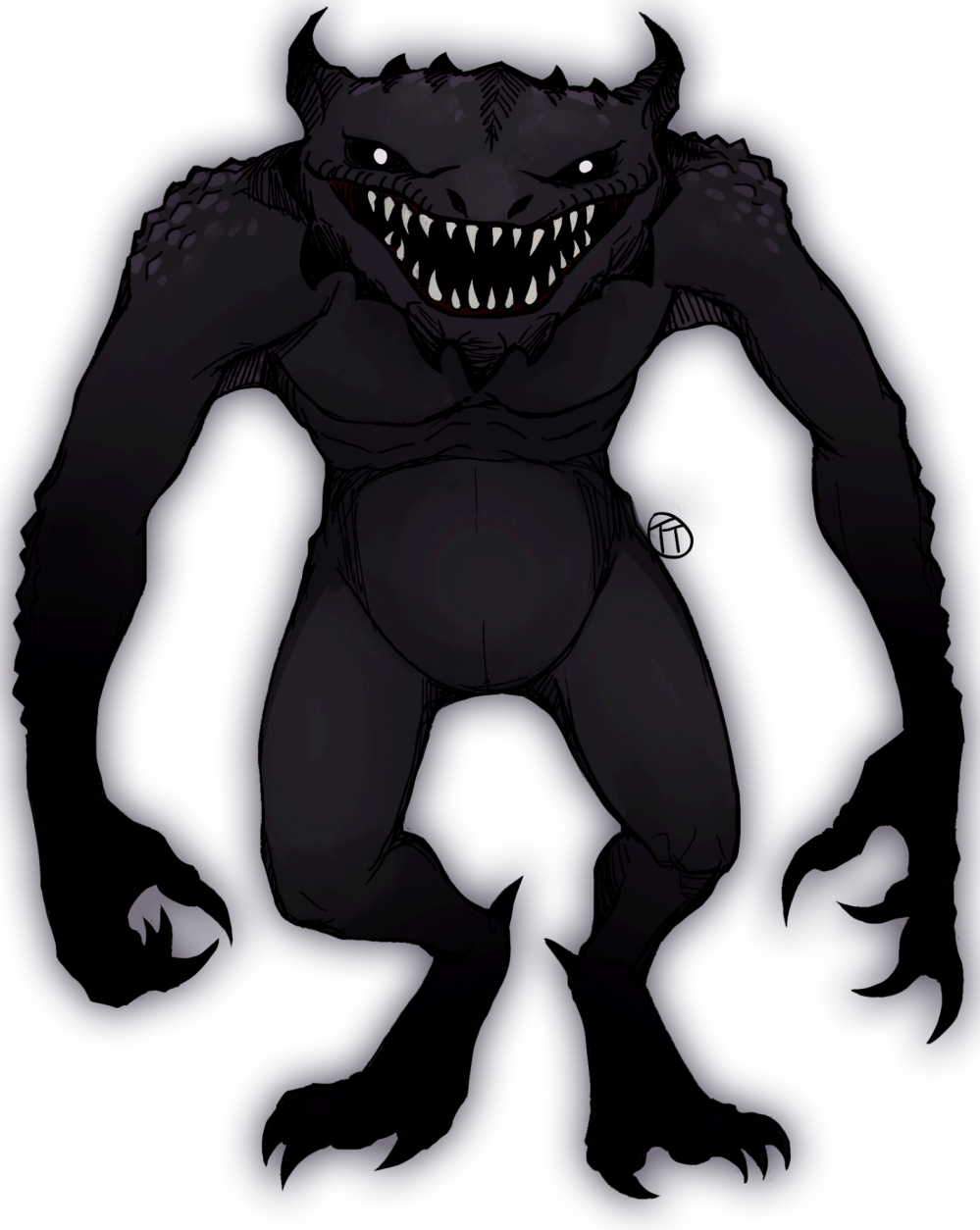
***Spellcasting.*** The slaad casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 21):

**At Will:** ***Animate Objects***, ***Augury*** (results are never false), ***Darkness*** (30-foot radius), ***Dispel Magic***, ***Fly***, ***Identify***, ***Mirror Image***, ***Plane Shift***, ***Teleport***
**3/Day Each:** ***Fear***, ***Finger of Death***, ***Greater Invisibility***, ***Fireball***
**1/Day Each:** ***Circle of Death***, ***Disintegrate*** (level 7 version), ***Power Word Stun***

## Bonus Actions

***Inconsistent Timeline.*** The slaad uses Spellcasting to cast ***Mirror Image***.

***Shape-Shift.*** The slaad **shape-shifts** into a Small or Medium Humanoid, or it returns to its true form. Other than its size, its game statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.



## BLACK SLAADI

When a white slaad lives for more than a century, it undergoes a transformative process identical to that which changed it from a **Death Slaad** into a White Slaad. However, at the end of its year in isolation, a White Slaad emerges as a Black Slaad. Black slaadi are among the most powerful creatures in the Plane of Limbo. Their strength eclipses even that of most ancient dragons, and their reputation precedes them everywhere their existence is known. A black slaad appears as a blot of darkness in the notorious humanoid-toad shape of their kin with the only two points of light on the creature's body coming from the gleam of its sinister eyes.

# Black Slaad

*Huge Aberration, Chaotic Neutral*

**AC** 22 **Initiative** +10 (20)
**HP** 495 (30d12 + 300)
**Speed** 80 ft.

| | MOD | SAVE | | MOD | SAVE | | MOD | SAVE | |
|---|---|---|---|---|---|---|---|---|---|
| **STR** 29 | +9 | +9 | **DEX** 16 | +3 | +10 | **CON** 30 | +10 | +17 |
| **INT** 26 | +8 | +8 | **WIS** 27 | +8 | +8 | **CHA** 27 | +8 | +8 |

**Skills** Acrobatics +17, Arcana +15, Perception +15, Religion +15
**Resistances** Acid, Cold, Fire, Lightning, Thunder
**Senses** Truesight 120 ft; Passive Perception 25
**Languages** Slaad; telepathy 100 ft.
**CR** 24 (XP 62,000; PB +7)

## Traits

***Magic Resistance.*** The slaad has Advantage on saving throws against spells and other magical effects.

***Regeneration.*** The slaad regains 15 Hit Points at the start of each of its turns if it has at least 1 Hit Point.

## Actions

***Multiattack.*** The slaad makes three attacks, using Chaos Rend or Arcane Destruction in any combination. It can replace one attack with an Entropic Spittle attack.

***Arcane Destruction.*** The slaad targets one magical object worn or carried by a creature within 10 feet of itself. *Dexterity Saving Throw*: DC 24, the creature with the object. *Failure*: The object takes a –1 penalty to the AC it offers (armor) or to its attack rolls (weapon). Armor is destroyed if the penalty reduces its AC to 10, and a weapon is destroyed if its penalty reaches –5. If the object is neither armor nor a weapon, it loses 1d4 charges. The object is destroyed if it doesn't have charges, or if its number of remaining charges is reduced to 0.

***Chaos Rend.*** *Melee Attack Roll:* +16, reach 15 ft. *Hit:* 31 (4d10 + 9) Force damage. Until the start of the slaad's next turn, the target has a condition determined by rolling 1d8: on a **1**, **Charmed**; on a **2**, **Frightened**; on a **3**, **Poisoned**; on a **4**, **Incapacitated**; on a **5**, **Stunned**; on a **6**, **Petrified**; on a **7**, roll again twice, ignoring results of 7; or on an **8**, the target dies instead of gaining a condition.

***Entropic Spittle.*** *Ranged Attack Roll:* +16, range 120 ft. *Hit:* 23 (4d6 + 9) Acid damage and the target is coated in acidic spittle. Until the spittle is cleaned off of the target, the target's Speed is reduced by 10 feet and the target takes 7 (2d6) Acid damage at the start of each of their turns. The target, or an ally within 5 feet of the target, can take an action to clean the spittle from the target. The spittle turns into a chalky substance and flakes off of the target after 10 minutes, ending the effect.

***Summon Slaadi (3/Day).*** The slaad attempts to summon other slaadi to aid it in battle. The slaadi summoned are determined by rolling 1d10: on a **1-2**, no slaadi are summoned; on a **3-5**, 2d4 **Green Slaadi** are summoned; on a **6-7**, 1d6 **Gray Slaadi** are summoned; on a **8-9**, 1d4 **Death Slaadi** are summoned; or on a **10**, 1d2 White Slaadi are summoned.

All summoned slaadi are shunted back to the Plane of Limbo after 1 hour.

***Spellcasting.*** The slaad casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 21):

**At Will:** ***Animate Objects***, ***Darkness*** (90-foot radius), ***Greater Invisibility***, ***Dispel Magic***, ***Fear***, ***Fly***, ***Identify***, ***Magic Circle***, ***Plane Shift***, ***Teleport***
**3/Day Each:** ***Circle of Death***, ***Finger of Death***, ***Fireball***, ***Lightning Bolt***
**1/Day Each:** ***Disintegrate*** (level 9 version), ***Power Word Kill***, ***Power Word Stun***

## Bonus Actions

***Shape-Shift.*** The slaad **shape-shifts** into a Small or Medium Humanoid, or it returns to its true form. Other than its size, its game statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

## Reactions

***Arcane Consumption.*** The slaad casts ***Counterspell*** in response to the spell's trigger, using the same spellcasting ability as Spellcasting. If a spell is successfully countered by the slaad, the spell slot used to cast that spell is consumed and the slaad regains Hit Points equal to the level of the consumed spell slot.

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